

Brother Lumsie's Book of Tactics

EDITION 3

THIS BOOK IS LOVINGLY DEDICATED TO:
THE LITTLE NECROMANCERS GUILD OF TYRAN
[WHAT A GREAT GROUP OF KIDS!]

I'D ALSO LIKE TO DEDICATE THIS BOOK TO THE NEW
ADVENTURER. REMEMBER, IRON SHARPENS IRON.

Note that parts of this book will be also in the upcoming book "A Beginner's Guide to Adventuring" By Thorac Badaxe. We are reprinting them here as part of this book only because we need a lot more padding only to make this book bigger.

Note: Some among you will note that all of the books I have made need an editor, a proof reader and a staff of people to make coherent thoughts. This is true. Anyone volunteering to work for no pay should contact me via whispering wind immediately.

Lumsie's tips for the new adventurer:

Please note that everything in here is strictly my opinion. If you want to go through the trouble to write a book I'll be happy to read it. If you see something in here that doesn't sit right with you (chaos is great, etc), write your own book and try to advocate your own opinions (chaos is bad, ummm k?). I'm not saying that I'm especially clever but I have been privileged to hang out with a lot of very clever adventurers over the years and have been taught a few things.

I'm writing this article for two reasons - first as always, to help out new adventurers. The second reason is to help out a friend, Thorac Badaxe whom I call 'Owarfeena' from the time he was a she.

Bring a notebook and something to write with: You'd be amazed how many valuable clues will be lost to those who attempt to rely on their memory. Carry it around constantly with you.

Make noise when you die: If you fall quietly, you might not get the medical attention you need! To fall unnoticed is to pay a visit to the resurrection circle!

Running off by yourself to die in private: If you are being chased by a monster and run into the dark shadows, chances are slim that it will be you emerging. If you fall in private, you'll die alone. Don't run out of sight of the concerned healers.

*If they're walking around, they don't need to be cured: New adventurers love to hit up healers for curative spells to 'top them out'. The difference between being able to take one hit from a monster and half a hit from a monster is **NOTHING**. Better to save that spell for when you are lying on the ground dying rather than walking and whining. Until you don't waste a cure critical wounds you don't need to be 'topped out'.*

If the enemies are deatching they don't need HP: Everytime you get deatched then life'd, you are 'barely alive'. If your enemies are casting death spells or swinging 'death', nobody needs to be 'topped out' - you are just wasting healing.

When to cast chaos and when not to: If you are inclined to, make sure you are not adventuring with uptight people who will run crying to the local nobility that you were naughty.

When to run: When to run is as important as 'where to run'. Sadly, most new adventurers either:

a) think that the horrible ravenging monster that is going to smoke them can be stopped by their new adventurer friends when in fact it will smoke them next

b) have no clue where to run but think that anywhere is better than here (see "Running off by yourself to die in private")

c) Like to run to a circle or warded building which unfortunately has nobody in it to let them in. They die mashed up against the ward or circle.

d) They like to run to the tavern. This is usually the correct answer unless you are in Varos. In most towns the adventurers sit around in the tavern, praying for something to kill - bursting in through the doors yelling help (or even yelling help outside of it) will get all of the non-gambling people moving. Note that in Varos, everyone is usually off doing missions and the tavern can be pretty barren. In that case, see "Running off by yourself to die in private".

How to be a better healer: The healer is responsible for trying to get the party back in one piece. Unfortunately, this often means deciding who lives and who dies. If you're sitting there with 2 life spells, 6 dead adventurers and 2 tainted monsters (they'll die eventually anyway - and you've got deniability) you have to decide who gets the life and who doesn't. Here is what I would suggest:

Life capable healers first, most powerful adventurers (regardless of class) in the group second. If the reason why to get up other life capable healers (with lives in memory!) healers isn't obvious, I'd suggest race

changing to a half ogre and spirit forging into a fighter. Dealing with the 'most powerful adventurers,' sure, you may not know those two guys who you had go with you on your adventure - but they might not have been confident enough in the relationship with you to mention they had a 3x per day life item on them. I've seen people who live in order of friendship only. That's great but you are going to get branded as incompetent and ostracized. Nobody likes a healer that lets the whole team down. Imagine how you'd feel in that situation - one healer up, six people needing life spells and he heals his two friends instead of the untapped six column earth guy who has memorized all life spells. Think that's a bit of a stretch? It's happened.

Know your incants: Practice daily. When you're at market days, when you're not. Doesn't matter - practice. Your first market day or two you are allowed to be cloudy - hey - that's a lot to remember. Perfectly acceptable. On your third or fourth people will begin to wonder if there is something Wrong. They won't say "Wow - his wife and work and all of that must be stressing him out - he just hasn't had time." No. They'll say "He's stupid." Or something uncomplimentary like that. Don't be that guy or girl. If you're not the kind of person who can memorize incantations, I'd highly suggest fighter. The most complicated incant they have is "Prepare to die..."

Nobody is useless: A common whine that I get from many new adventurers is that they feel useless around the town. A lot of middle to high powered adventures and their adversaries battling for dominance make them feel underpowered. You are. Face it. Don't whine about it, do something about it. Here are some quick ideas of things you can do that not only keep you from feeling useless but make senior adventurers want to keep an eye on you as a possible recruit/ally/someone to take with on the missions:

1) Suck a slay: It doesn't take much to heal you up. Hold your sword backward when a enemy calls 'prepare to die...' and parry their sword hit - since you're not holding the sword right, you absorb the damage.

Or stick out an arm. Just get in front of it. You will go down - sure. That's not a problem, so long as you're around people who can get you up. You soak a couple of slays on purpose. At first the older adventures will think 'What the...?' but after they realize what you're doing (and how little curing it is actually taking you to get fully healed) they will say "That's a clever one". I did this for a long time as a novice healer after I was told the trick by a wiser adventurer.

2) Potion feeder: If you have potions, dump them down people's throat - especially the healer or other high level adventurers (who might have magic to get up others). The right potion down the right throat at the right time can completely sway a battle in your favor. If you are going on an adventure with more experienced adventurers, don't be afraid to request potions. If you give them back at the end of the adventure you will be applauded as honest. Some people say 'Heck, I'm keeping it - it's only a couple of cure light wounds potions'. Remember, if you can't trust someone in the little things, you will never trust them with the big things. Don't expect the experienced adventurer to say 'go ahead and keep them' - but they'll remember your face (if not your name) as 'alright' - which is better than dirty pirate hooker or thief.

3) Torch (lightsource) bearer: This doesn't come up a whole heck of a lot because adventurers oft prefer the darkness. If you are going with carrying the light source you may get taken down a lot (obvious target) but you will probably get to see some interesting stuff along the way.

4) Cabana boy/girl: This is someone who is the johnny/jane on the spot' person. What you need, I get. This is not a bad job if you work for the right person or group of people. This is a good way to study a more experienced player to see if they're the kind of person you'd like to study under. Do they have the results you want? It also tells you how generous or rich they are. Unless they are rich, you don't want to study under them. (Some may argue this point but I believe that if someone can't master being rich in Tyrra that they are somewhat incompetent.) Note that some people require their cabana boys/girls to dress in an outrageous fashion. That's fine, so long as you are compensated for it.

5) Body Oragger: This is a dangerous one. It involves going to the front lines, grabbing a downed person (and their weapons if at all

possible or sometimes just their weapons if someone else has the body) and taking them back to the healer. Remember, if a body you are dragging gets hit *YOU* take the damage. Hence it is dangerous. This is also one of those things that has the power to sway a battle.

6) *Waiter/waitress*: This has the potential to make some money around rich adventurers. Many people screw up how to do it. Here is the *INCORRECT* way: "Hey there - who wants to pay me to go get them some drinks? The going rate is 2gp!" (Wrong, wrong, wrong. Here is the *CORRECT* way: "Hey there - who'd like me to grab them a drink?" Get drink orders (and anything else required to get the drinks), go grab the drinks and bring them back quick. Keep track who gives you a coin and who doesn't. Personally, I wouldn't ask for compensation from those who didn't - you might get paid back in another way you don't even see coming (them cutting through enemy lines to grab your body for a life spell or something) but I wouldn't offer to serve them very often afterwards. The ones who give you a coin or few are ones to consider finding out if they need a cabana boy/girl (see #4). Note that if the people ordering are off in caves fighting monsters and the trail between you and the tavern is littered with monsters, this can create an interesting mission.

7) *Scout*: Being that most of the monsters tend to spring forth from thin air, this isn't always the most useful thing but sometimes is very handy indeed. Getting back with the right information is important. Saying "There are two monsters (I think) on the trail" isn't extremely useful - the others will see that for themselves when they round the corner. Letting them know that there are at least four more hidden in the woods is much more useful.

8) *Early morning walker*: Usually the spoils go to the victor, but on Saturday morning they go to whoever walks around in the battlegrounds and battlefields of last night first. 'Walking' is often what it is called. Sometimes, a lot of loot can be found with a minimum of risk.

9) *Message runner*: This is one of the worst ways to make money but it is an interesting instant mission. It is rare that someone will need a message run. Money, I'd do the same as with waiter/waitress.

I've had many new adventures do something for me and ask for a sum which was less than I was getting set to pay them.

10) Massager: Around the right people this can be a great money maker. Read books on it. Practice it. Get stuff to do it with (oil, table) and practice your craft.

11) Tavern wench: Yes, it's called tavern wench even if you're a guy. Some try to dress it up and call it 'tavern keep' but they are tavern wenching. Cleaning dishes, emptying garbage, cooking, scrubbing, etc. Some people say they didn't become adventurers to do these things but it is a good way to make some extra coin. It's the whole 'humble origins' thing. And, it needs to be done. Might as well get it out of the way now!

Lumsie's opinion of the spells:

Note, I'm not going to go through what the spells OO - that's available elsewhere. This is merely my opinion of some of the various spells. I'm also looking at them from the perspective of a HEALER - not a bindomancer (someone who throws a lot of disabling spells) or a necromancer (someone who has fun with the undead). True healers are fairly rare - and worth their weight in gold. I'd recommend FOCUS. If you want to be a healer, go with just the healing suggestions. If you want to be a bindomancer, go all binding. It is when you try doing multiple things you diffuse your usefulness. This is exactly why templars for beginners are useless.

I'm not going to cover much in the way of celestial magic - all of the most useful spells are duplicated in earth. Celestial magic is 'mostly useless'. New adventurers love to be a celestial mage because of either a misconception about magic or 'just to be different'. Instead of going for something that is 'different', I'd suggest doing what 'works' and then making YOU different. If you don't know why celestial magic is not as useful as earth magic, congratulations, you are new. If you aren't new and still think it is useful you are either a) a sped or b) you've been doing celestial for too long and are unsuited for anything else.

First we'll knock out of the way the only two celestial spells that are really useful -

Ward: This is your basic defense while you are sleeping and to safeguard your money that you are too lazy to hide in the woods. A couple quick notes on Ward security. All wards come with at least one key. Keep it secret, keep it safe! Walking up to someone and saying "I need to borrow the ward key" is NOT good ward security. Inviting ANYONE or ANYTHING (including yours truly) into the ward which is not staying there is NOT good ward security. You have to be secretive. Once the ward is breached, it may be useless. You might lose the key and have your fellow adventurers realize that they are trapped within the ward and get to spend the REST OF THE WEEKEND within the ward. You'd be amazed just how often that happens. Having the components to destroy it doesn't allow sloppy ward security. I remember a story about the two (angry) fighters who were trapped in the ward with the components, scrolls, etc to take down the ward while the casters were powerless outside. Whoops. You'd best hold on to the ward key like it is worth everything you've got because it might be.

Imprison: It isn't likely that you'll have access to this powerful magic very soon in your adventuring career. If you do, be sure to grab something (wrapping your fingers, arms and possibly even legs) immovable is a great idea. Otherwise, you are likely to be taken off into the woods. See 'dying in private', above.

Lower level healing spells: As I mentioned before, until someone is able to absorb an entire 'cure critical wounds' spell, they don't need to be healed fully up. Hence, cure light wounds, cure wounds and cure serious wounds are all spells to pick up the unconscious adventurer and get them going. A quick note on pick ups. I don't recommend first aid and healing arts. They take valuable time away from other important activities. Just hit the person with a pick up spell. If they don't move, THEN you can find out what is wrong with them. Don't try to figure out just how damaged they are - IT DOESN'T MATTER. Just hit them with a pick up spell. During the Drake Wars in Kilbar,

we had an assault line going. I was wondering why the left side kept crumbling. Turns out that the healer on that side was first aiding the troops, trying to figure out how injured they were, etc. Made me want to stomp him to death it really did. To make it worse, this person was the head of the healers guild and new adventurers looked to him for training. Yes, after my quick lecture they did it again. That got them a yelling. Don't be that guy. Note: These are too valuable to throw as chaos and don't do enough damage to matter anyway. I've heard about people being put to death for casting a cause light wounds. Bah.

Here is a fairly common question:

What should I memorize?

*I'm going to cover what I'd memorize for a four column. If you have less than that, you can memorize part of it. If you have more than a four column, you've probably formed your own opinions on what to memorize and don't need this guide any more. I'm also a big fan of memorizing the same spell as often as possible - it is easier to remember and if you are new, easy is **BETTER**. If some of these spells are not available in your local lands, complain loudly and often to the lords of your lands. Keep in mind that which spells to memorize is **highly** subjective and open to much debate.*

Healer

Lv 1 Cure light wounds (x4)

Lv 2 Cure wounds (x4)

Lv 3 Remove weakness (x4)

Lv 4 Awaken (x2)

Poison Shield (x2)

Lv 5 Purify Blood (x2)

Shield Magic (x2)

Lv 6 Cure Critical wounds (x4)

Lv 7 Remove curse (x2)

Restore Limb (x2)

Lv 8 Unparalyze (x2)

Regeneration (x2)

Lv 9 Life (x3)

Inspiration (x1)

battle caster

Disarm (x4)

Magic armor (x2)

Repel (x2)

Shatter (x2)

Weariness (x2)

Shun (x3)

Poison shield (x1)

Shield magic (x3)

Release (x1)

Sleep (x4)

Curse (x3)

Destroy undead (x1)

Confine (x2)

Paralyze (x2)

Death (x3)

Inspiration (x1)

CHAOS CHUCKER

Cure light wounds (x4)

Magic armor (x4)

Cause disease (x2)

Help undead (x2)

Desecrate (x4)

Taint blood (x2)

Shield magic (x2)

Sleep (x4)

Create undead (x4)

Paralyze (x4)

Death (x3)

Inspiration (x1)

Note: Some of the spells are merely reversals of each other - life/death, etc.

Note: If you are a new adventurer chaos chucker, you are either only going on adventures with close friends OR you will probably not have a long life expectancy.

What should I train in, as a healer?

I'd rely on my fighters to keep me safe. Once you have a full column (I'd build in columns, not pyramidal) then I'd pick up traps, waylay, and if you really want them, sword and board.

But the foremost responsibility of a healer is to get life spells for the party. After the first four, I figure you can spend some on non-essentials. After that, I'd build another four columns then consider what else to get.

What the heck are these 'sticks and bugs' and what should I do with them?

The nickname for formal magic components is 'sticks and bugs'. This could be nearly anything - black rocks, feathers, glass of sand, etc. If you get enough of this crap you would look like a wandering junk shop. These are used to power formal magics. Unfortunately, for new adventurers, they have a misconception of how many it takes to do something useful. In my opinion, one of the best things a new adventurer can do is to have a rendered suit of armor. This takes 17 components. Of certain types. Not just any 17 components, but the correct 17 components. New adventures can often make 2-5 components per market day and they may adventure say half dozen times in a year. That means they will have gathered 12-30 components within a year. Keep in mind that every year components rot and become completely worthless. They are only good for one year. This render is one of the simplest, cheapest rituals available. Most of the good rituals use 99 of the RICH components. There are (I think) seven or so different types of components in general (with three further break downs that often don't matter) so getting the correct components for what you want to do could be problematic. In addition to that, you need - just for the example cited - two different formal scrolls and a circle of

power to do it in. And skill in formal magics. Hence, it is unlikely that new adventurers will ever - on their own - get enough components to do anything. They will just quietly rot away and be thrown in the garbage.

What do you suggest I do with my components?

Aside from giving them to Lumsie (he's neat!), I'd suggest finding out the going sell rate and selling them. You can generally earn between one and fifteen gold per component (generally in the one to three range at the time of this writing, prices fluxuate, do your research). Gold doesn't rot. I'd also find those giving you and your party healing and giving them components. Components are often burned in something called 'healing pools'. If someone is doing a lot of '10 elemental healing' to you or your friends, I'd be sure to give him a component or few. Failure to do so at best will mean that they run out of healing, at worse get you labeled 'cheap' and blacklisted. If you have a group of four plus adventurers, it is possible to gather enough components to do something but keep in mind that you will have to get enough money to pay for the other things as well. Since formal scrolls also expire after a mere year and are hideously expensive to copy it is rare to find the ones you want. Suffice it to say that most magic items are bought from merchants rather than created by adventurers. Unless you are wanting something very specific, I'd sell your components. If you're wanting something specific, consult with formalists and find out exactly what is needed. Some are very secretive and will not say - in that case, find a better formalist.

Where does all of this magic crap come from if nobody makes it any more?

They grow on trees, apparently...

A second option is for a couple of groups to feed into the same place. If enough magical components feed to the same individual - and that individual is trustworthy, then you can slowly convert them to actual loot.

Tactics

Disclaimer: I don't claim to be especially good at fighting (or at healing for that matter) but these are some tactics I have learned over the years that have proven sound. It is my hope that by imparting some basic tactics to new adventurers they will live longer and do better against the plethora of enemies they confront. Some of these tactics may seem very basic but it is in mastery of the basics one becomes skilled.

On your adventures, you will meet a lot of people with differing power levels. Some will have a lot of spells or abilities. Sadly, this is not always (or often) indicative of their actual skill at healing. I have seen many people with four plus memorized life spells who heal like new adventurers their first time out, I've seen people who know only a few spells healing like professionals. It is important to become a professional adventurer regardless of your chosen profession. All other roads lead to frustration and perhaps even giving up adventuring as a way of life.

And Tyrra (as well as the rest of the cosmos) is always in need of professional adventurers.

Fighters

The fighters job is to engage the monsters. If necessary, their job is to soak up spells as well as hits to protect the earth scholars.

Styles -

There are four main fighting styles:

One weapon: Fighters who fight with just one sword need to be donkey kicked in the head. The only acceptable one weapon fighting style is polearm or spear in a doorway battle. Fencing doesn't work well.

Two swords: This is a tricky fighting style, given to more offense than defense. It is fairly widely used.

Short sword and spear: This is a good fighting style if you are a lithe, dodgy person.

Sword and shield: This is the meat and potatoes of the fighters repository. I strongly recommend this for new adventurers as it is the easiest fighting style to master. The best fighter I've known was Tempest the Bronze Dragon. I asked him once how he got so good. He replied that when he started out, he was pretty bad. He then learned what he could from the other adventurers and soon began constantly sparring with all of the other adventurers (and a few monsters) until he could beat them all on his alone. I don't see many fighters doing this. Is it pride or laziness that keeps them at a mediocre skill?

Naturally, professional fighters will want to master all of the fighting styles.

The girl who kept backing up 'That's just how I fight'.

We were in a nice line battle upon a path. I was standing behind a girl whose entire defense fighting style consisted of springing back to avoid a blow. Naturally, this caused her to bump into me numerous times. I cautioned her on this and told her "Don't back up - I'm right behind you". Her retort was "That's the way I fight". Translation: I don't want a backpack (healer). Fine - move on to the next person. If you are dealing with a fighter who has not learned the basics of parrying a strike with their weapon, my advice is to find a better fighter.

Older adventurers can always spot new adventurers because they have a tendency to continuously back up. If your healers are right behind you, you will trample them. I know it is fear of the monsters and lack of confidence in their own abilities that cause this. Trust your healers - stand your ground and fight like heck. A healer who is dedicated to healing one (sometimes two in a pinch) fighters is known as

a 'backpack.' If you are a fighter and have a backpack, do NOT dodge things thrown at you. Period. If you do, they will hit your backpack. Then, you have no backpack.

Charging in vs seeing how many spells can get thrown.

Many times, entire lines will quake in fear of an enemy spell caster and seek to stand well back whilst alchemy and spells of all sorts are thrown into their lines. This results in your spell casters blowing a lot of unnecessary defenses and spells countering these. The trick is to run up to the enemy alchemists and spell casters and BEAT THEM. You'd be amazed how many cannot cast in body. Even if they can, it is a solid tactic. Again, you must trust your healers. If you are not with healers you can trust, you need to get new healers.

"You're immortal"

This is a special call that I sometimes make to new adventurers, although many other spell casters can make it. If I say to someone "You're immortal", that means "Charge in without fear of your own life - I will fix you, possibly before you even hit the ground". I'd advise having a competent earth caster to make this call. Also, keep in mind that the further you are away from the earth caster, the less immortal you are.

Rogues

During combat, rogues (as opposed to alchemists) have the most dangerous job. Their mission (should they choose to accept it) is to circle around and attack the enemies flanks and rears. Sneaking through the woods out of sight of the healers is a hit waiting to happen. Some end up in the resurrection circle or taken captive by the enemy. Due to my positioning, I usually miss out on most of the rogue activity but one that stands out in my mind is named Vlad. He didn't run up and beat the enemy from behind even though he swings very hard. He Waylay'd. Waylay is an under-appreciated skill to most adventurers.

Under the right circumstances on the right creature it is a one hit take down. I've seen Vlad (and, I'm sure, others I've since forgotten) take down numerous creatures during the same run by.

Alchemists & Bindomancers & Celestial Cannons

I've lumped these three together because (in the absence of a bigger than man-sized creature) they all have exactly the same job - take out the enemy spell casters and alchemists. You can tell new adventurers because they'll throw one spell (or alchemy) and see how it works, then throw another. The problem is that they hesitate for just a second between the first and the second throw giving the enemy time to put up a new defense. I was in a line battle with a group of adventurers watching a new gas rogue (alchemist) throwing at a monster. The adventurer would throw a poison at an enemy then hesitate. The enemies poison shield would activate then the enemy would put up a new one. The rogue would then throw another potion and hesitate and - what do you know - the enemy would put up a new defense. "What's the problem here?" I asked him. The rogue said "He's a wiley one." I demanded his gas globes and proceeded to throw two in rapid succession at the now distressed enemy. Down he went. "Always double tap" is the lesson here - be it with gas globes or spells.

Earth Scholars (backpacks)

*A party healer keeps an eye on the entire party from the rear of the lines. If someone gets tainted, the person staggers back to the healer and gets fixed. If a person goes down, the healer gets them up. Pretty basic stuff. These are common and even those with minimal knowledge of healing can do it. The 'backpack' is a huge step up in difficulty. To properly backpack, the healer grabs ahold of the fighter from the rear. (I've heard of some using a 'healers tail' that is a long strip of material attached to both the fighter and the 'backpack' but this doesn't work in all lands and is very cheesy.) The healer then scrunches down to where he can't be seen and prays that the fighter doesn't part. In the case of huge, fat, crippled and slow healers (like yours truly) find very **large** fighters.*

Your job as the 'backpack' is simply to anticipate and counter. If the enemy is going to slay, you put a magic armor upon your fighter. If the enemy is going to throw a spell, give your fighter a shield magic. You counter any damage the fighter absorbs by healing them. In theory, it is not that complicated but after your first few battles you begin to realize that it requires very good timing. If you were to put a 'magic armor' on the fighter because you think that a slay is going to hit them and they get hit by a normal weapon blow followed by the slay, you've got problems. Lastly, you cannot 'backpack' fighters who are new as they tend to fall down a lot. Heal, up, hurt down. Heal, up, hurt down. Some call this the 'jack in the box'.

(Note: there is a third type of healer known as the 'go to' healer. These folks are good to go to when you are in town and need something. They rarely go on adventures, they are non-combatants.)

Some quick don'ts:

Don't hang out with shifty or shady people - you will be thought to be like them and, given the power of association in time your critics will be right.

Don't wear steel toed boots. They can be uncomfortable both to wear and to get kicked with in the head.

Don't wear flowing cloaks. You can spot a new adventurer a mile off by their cloak. Especially in the summer. Cloaks catch a LOT of spells and alchemy by making you a bigger target. This goes for dresses as well. Unless you plan on being a 'go to' healer, your nifty dress will catch spell packets as well as allow scratchy plants easy access to your legs.

Don't carry a quarter staff. On Tyrra, it is a totally ineffective weapon. People get made fun of for carrying quarter staves. Some people carry them due to a rebellious desire to be different. Believe me, there are better ways to be different than playing yet another celestial (or celestial templar) with a quarter staff. Same goes for many crossbows.

After the adventure:

The treasure split.

A time honored tradition of adventurers is to argue about the division of treasure before, during and after the adventure. Obviously, if you adventure with the same group of people over and over, something will get hammered out over time. If you are stuck going on 'toun adventures' and such claptrap, it is wise to have figured out ahead of time how you are going to divide up treasure. Some, under the pretence of believing that the mission is more important than the treasure, will say things like "We'll just worry about that later". That shows a lack of preparation and professionalism to me. Unless you personally feel strongly about going with these sorts of people, I recommend finding a reason to politely bow out. "I think I've sprained my ankle" is a good standby. "I have a bad case of the runs and may unintentionally pill my pants while we are out" is another classic.

Coin and components are easy to divide up - simply split them evenly. If there aren't enough formal components, the people taking them either get a light amount or no gold. Formal scrolls are rarely found and nobody usually has a problem with the person who gets those either just taking it or tossing a few extra coins into the kitty for it. The tough thing to split up are magic items. There are two main schools of thought on treasure divide up.

Everyone from the group bids on the item, the money is put into the kitty and split up evenly among the group.

Random/lotto off the item to someone within the group.

After years of adventuring, I will say that my favorite is definitely the first option. Everyone gets something. Many people decry this as 'the rich always get all of the items.' This is true, however if the adventurers save the extra coin they make then they will eventually have

the ability to bid on and win magic items in the future. This also has the added benefit of having the magic items fall into the hands of those who adventure regularly as opposed to some guy whose just come off the farm and doesn't know if he likes adventuring or not yet. An unused magic item is a useless magic item.

Whichever method the group agrees on is fine - so long as it is done in advance of the adventure. To do so after the adventure is to invite arguments, discord and hurt feelings.

INTERVIEWS

I interviewed some people who I considered successful and asked them what the top three things they would advise a new adventurer on in their profession were. Here are some of the answers I received:

Kaidin (Fighter):

- 1. Don't run up alone.*
- 2. Fight at a distance, especially against monsters with two claws.*
- 3. Know when to run - you can't win them all.*

Also, when you're new, wait until the experienced fighters engage the creature then flank and beat. Also, never run from the group (of adventurers). Stupidity is the only crime nature punishes.

Tater (Earth):

The most important thing is conservation - just throw pick ups and don't forget you have first aid. (Lumsie note: I despise first aid unless I am OUT of healing and potions. Also, when you are first aid-ing, it doesn't hurt to call for someone with a curative.).

Cpt. Jack (Fighter):

- 1. Hold a steady line*
- 2. Make sure your healers are safe.*
- 3. Vocalize on the battlefield - talk to your team; point out bad guy targets if you think nobody sees them.*

Gore (Fighter)

- 1. Keep the healers safe*
- 2. Be aware of your surroundings - is someone creeping up on you?*
- 3. Be aware of what you can do by yourself if it comes to that.*

I'd like to thank all of the people that I have subjected to interviews on these topics.

Achoo (Healer)

1. Always be aware of the situation around you. It is vital for an earth scholar to be aware where the monsters are coming from to avoid being assaulted, what effects may be placed upon the party members, and who needs what healing spell when.

2. First Aid is one of the most productive skills ever, even when out of healing spells you can save countless lives by keeping people first aided.

3. Do not let the pressure of a situation complicate your role within a group or adventure, even when things aren't going well make sure to remain calm and do your best to keep things on a positive note. It is very easy to get flustered during combat and being able to complete #1 above and stay actively calm and productive while doing so separates the good healers from just the earth scholars.

Ember (Rogue)

1. Don't get high off your own supply.

2. Don't steal from your friends.

3. Save all your treasure until you can buy a +3 weapon.

Kalið Dassel

1. Make friends with fighters. They become your meat shields and distractions. Plus it's always good to have the extra firepower around.

2. Figure out if rogue is for you. Some people want to be rouges but it's really not for them. Learn your strengths and weaknesses. If rogue is not your thing try something else.

3. Don't wear black. This is a common misconception that black is a good thing. If your off sneaking

around black is really easy to see in the dark.

Purple or dark red or dark blue. Black makes you seem evil and most people don't trust the men (or women) in black.

Also, As far as adventuring goes i would have to say that you need to learn a rogues place. Not on the front line. You are a fighter of opportunity. You see an opening to get into the back line of the enemy try to sneak by and do some damage. Low levels of experience means waylay is your friend. Orcs and trolls and other metabolism creatures are one shot away from hitting the dirt with this useful skill.

Blizzard (Celestial)

1. Know your incants.
2. Double, triple, quad tap your targets. Do not just throw one spell.
3. Learn to conserve your spells. You are not meant to kill every goblin coming from the cave. You are meant to save your party by killing everything when things begin to go wrong, or by taking out truly dangerous opponents. Let the fighters do the grunt work.

Do not envy others. Tyrra is a big place, and opportunities are there for everyone. Learn the local areas, and recent history. Don't get caught going to where you had no business being. Do not copy Lumsie, and tell Lumsie to stop copying me. Lumsie has a tendency to draw unwanted attention from the authority types. There are not many others that would get away with many of the things Lumsie says. And if we had any real law enforcement, he'd be dead many times over.

Don't be like Lumsie kids, see what chaos does to you! (Lumsie comment:: It would be ill advised to think that the authority types that are out there would cut you the same kind of slack I get. If you want to cast chaos/necromancy best to do it privately.)

ADVICE FROM OTHER NEW ADVENTURERS

OORRIN the Dwarf:

1. Unless the goblins attack you first ignore them. If they come up to you and ask you questions answer them as you will and perhaps tell them that the next cabin has shinies/candy)
2. If you're a fighter always be good to your healers. Play nice with the Celestials, they may be strange people who like to blow things up but they can be useful in some situations.
3. Always, Always, Always tip your server at the tavern. It makes your stay more pleasant and you never know when one of them uses alchemy.

Fuffy (Celestial)

1. Possuming is the most valuable skill in Tyrra.
2. Goblins make the best toys ever!
3. You can NEVER have enough mystical energy for a Magic Storm.

Sasha Vulpes-Sokolov

1. Know who your friends are.
2. Watch where your gold is kept. (Lumsie comment: this is a bit deeper advice than what it appears. I've seen friends lose other friends gold, I've seen gold taken from circles, seen it disappear from supposedly 'untouchable areas'. Truly, your best bet is actually to bury it out in the woods. Don't leave lying around what you can't afford to lose.)
3. Never travel without a healer. (Lumsie comment: I'd add a healer with LIFE spells. Otherwise, you're gone in sixty seconds!)

Neuben "The Lurker" Rook

1. Never, ever, have just one plan, whether it is offensive, or defensive, be sure there are always emergency contingencies.

2. Know all of your assets and allies, as well as their strengths and weaknesses, including your own.
3. Know what you are up against, including foes, traps, and especially adverse terrain.

Meech (fighter)

1. Get in there and get dirty. You're a fighter, not a rogue.
2. Know when you're in over your head (say "No" to crack).
3. Bring lots and lots of potions (Cure lights, magic armor, shield magic, poison shield... etc.)

Adventuring tips:

Keep the Earth casters alive. They'll be keeping you alive.

Think outside the box. Not every adventure needs a frontal assault.

When Lumsie grabs a hold of your belt and tells you you're invincible, swing away... swing away...

When Lumsie grabs a hold of your belt and just smiles at you funny, run away... run away... (Lumsie comment: Meech is weird.)

Codany Sokolop:

- 1) Sometimes you have to know when to walk away.
- 2) Shield is a fighters best friend.
- 3) Scavengers are people too.

GUILDS

The usual question I've heard is "Is there any good reason to join a guild?" Note that the following notes are compiled from my adventuring only as far east as Ashton, as far west as Analar, as far south as one brief visit to Badderia and as far north as you can get without going south again. I've heard that the rules change out east (Ravenholt etc) but I have not had the pleasure of visiting them yet. So these notes may be limited in scope and cover only guilds in this area.

That being said, usually, the guildmaster / guildmistress is a non-adventuring individual who was passed over by various adventuring groups in the area.. The sad thing is that new adventurers look to these people (who have often taken the post for nothing more than a quasi sense of importance and a flimsy title that doesn't mean anything) for training. Later, after the new adventurers find out what is going on, they get to try to unlearn much of what they were taught.

Years ago, guilds were useful things. The healers guild had the only circle of power to be able to resurrect people, the celestial guild had the only circle of power that could identify items. With wealth as it is today, a new adventurer can afford to put up one of each of their own circles within the first couple of market days they attend. This, combined with the standard shoddy training that is given at the guilds makes them obsolete. Various people in charge of the guild, when asked, don't know the three main reasons why the guild truly exists.

My advice is to avoid them like the plague.

In fact, I don't even want to resurrect there. I've seen unscrupulous celestial guildmasters rake up on 'misidentified' items.

Like the plague.

'Adventuring' Nobility

Generally speaking, I haven't seen a whole lot of 'noble' in 'nobility'. Some force memorization of meaningless codes, others force early workouts. All are less useful than a good adventuring group.

I also recommend avoiding this.

I dislike it when one adventurer gets to force another adventurer to do (or not do) things based on some rank within an outdated mostly non-adventuring organization.

Again, a good solid adventurers group is much more useful in my opinion.

Chaos vs Earth

There are a lot of people who are very high strung when it comes to Chaos. "Chaos destroyed my lands, undead attacked my aunt, necromancy took a dump on my couch", etc. This is a load of 'goblin dung'. It was bad people doing bad things. Because there is no higher standard for morality, Chaos is neither innately right nor wrong - there is only opinion. I personally believe in balance in all things. I think as a new adventurer, it is important to maintain a certain 'moral flexibility' when you start your career. You can become more entrenched to one side other the other when you have been around for awhile and have a lot more facts to make up your mind. Don't let anyone else - including me - determine your point of view on these things.

What magical loot should I attempt to get?

I don't recommend attempting to get a magic weapon. They are really noticeable. In some areas, you might have unscrupulous types attempt to get them from you. Also, the boost of damage given by these is nice, but not overwhelming. Rendered (indestructible) armor is one of the better purchases you can make. Normally, armor gets breached very quickly during a fight and continues to be less and less effective as time goes on. Attempting to keep your armor effective can get very expensive very quickly. Rendered armor is a way to keep armor from deteriorating.

A rendered pouch is another good investment to keep your goodies in, especially if you hit a trap.

After that, it is definitely good to have an item with life spells in it. There is nothing more scary than going on an adventure without life spells.

On Being a Female Adventurer:

From Sasha Vulpes-Sokolov

One of the things I feared the most is being one of very few women to adventure, when I started out on my travels I turned out to be very wrong. A woman adventuring was more common then I thought, that gave me a feeling a relief. I would say for the most part it is fun to adventure and help the world with correcting its current flaws, and being a woman doesn't hinder that, just having another person along helps. In my travels I haven't seen women in the front lines very often, most the time I see women as earth scholars or rogues and training yourself in the arts of either is good. You feel like your are contributing a lot as a earth scholar and as a rogue you get to surprise your foe from behind. In my opinion it is best not to be a front line fighter as a woman because most women don't want to be compared to a man and having to compete with a man. Most men I have had the honor to meet are gentlemen and don't make it an uncomfortable to travel along with. My best advice would be relax, be yourself, and have fun with your travels whether your man or woman.

Reviews:

"Another masterpiece!" - Excited urchin on the street corner who was paid a gold to say that.

The Varos Gazette says: "What a piece of crap!"

The Badderian Times says: "What? Who is this? Why do you keep contacting me? What book of Tactics?"

Glenne of San d'Oria says: "My husband Aaveleon and I very much enjoyed reading this book. Lumsie gave my husband a copy when he was delivering his ointment to him."

Krock of Varos says: "It's free? Give me a copy. I'm in."

Dopple Grey says: "I'm a lot more evil than Lumsie."

Fippy Darkpaw says: "Baaarrrk!"

Noveaux says: "I tore the cover off of this one. It is my favorite part! I will hang it on the wall with the other book covers."

Broomba the Big says: "Me too sexy for this book, too sexy for this book, tooooooo sexy..."

Thorac Badaxe says: "Lumsie still hasn't gotten the funny part about my name. Can you believe he writes books?"

Constantine says: "This is Lumsie's fourth book in his trilogy. Either his dragon magic studies of non-Euclidian time and space are progressing along nicely or he has forgotten how to count. Again."

Blizzard the Lizzard Wizzard says: "I'm still mad about the wise crack Lumsie made in his last book. I'm not sure which one, but I'm mad!"

Sacolich says: "I shall return!"

Achoo says: "Lumsie's evil will catch up to him. I know people were saying that eight years ago, but I'm sure that eventually he will pay. Hopefully within the next decade or two."